

Justin Barnett

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Leadership Philosophy

My leadership philosophy is centered around empowering teams to deliver high-quality, maintainable software through proactive technical debt management, a commitment to simplicity and streamlined processes, and a culture of continuous improvement through latency improvements and resource usage reduction. I believe in fostering psychological safety where team members feel comfortable taking risks, sharing ideas, and contributing effectively.

Professional Experience

Senior Software Engineer

dYdX Trading

June 2025 - Current

New York, NY

- Designed incentive system for supporting dynamic partner rev share to increase order volume
- Implemented partner rev share incentives for decentralized perpetual futures exchange, led major version releases.
- Created and automated interview environment for conducting data science hiring.
- Audited AWS architecture to reduce risk of outages by ensuring cloud environments were consistent with terraform.
- Led AWS optimization efforts and resulted in **25% reduction** in monthly AWS costs and **20% reduction** in BigQuery costs.
- Assisted in organizing community events such as a dYdX community party and community poker night. DJ'd said events for 2-3 hours at a time playing variations of house/tech house.

Software Engineer, Monarch (Monitoring) | C++, SQL, Go

Google

May 2022 - June 2025

New York, NY

- Design, prototyped, and led a small team to redesign bidirectional streaming API for watching new configuration elements. Supports filtering, flow control, and reduces global system risk from bad changes. Projected to save 3GB/s of bandwidth.
- Led a binary split project to separate core streaming functionality from proxy binary. Created analysis to minimize resource impact by reusing existing shared components when latency is not impacted. Executed migration for 26 different jobs that were dependent on binary. Total binary migration accounted for 2 million different running instances.
- Led project to reach US DoD IL5 compliance. Allowed Google Cloud to be used by the US Department of Defense
- Tech lead for tech debt reduction project to create a set of unified get/set/list endpoints, replaced 50% (36) of our public endpoints and **saved \$300,000/year in maintenance costs**. Removed 10,000 lines of code. Led 2 junior engineers.
- Led project for directory-based permissioning system, **optimized database latency and external API latency** by caching, batching, and prefetching data. Led 1 junior engineer.
- Led migration to unified database infra. **Reduced weekly maintenance workflow by 2hr**. Earned Gold 'Healthy' award
- Recognized a need to boost organizational morale and **took proactive steps by founding a 'fun committee'**. This grassroots initiative, composed of 7 colleagues, **managed an annual social budget of \$80,000 to plan engaging events for over 100 employees**. Successfully fostered camaraderie and boosted morale through initiatives such as a summer boat party on the Hudson River and a Halloween rooftop casino night.
- C++ readability reviewer, mentored junior engineers, interviewed candidates, organized weekly tech talks.

Software Engineer (20%) | C++

Google Ventures (GV)

Jan 2024 - July 2024

New York, NY

- Developed a news alerting pipeline for aggregating news articles about portfolio companies from around the internet. Used news alerting pipeline to find information about portfolio companies for quant vc platform.

Software Development Engineer, Prime Video Automation | Java, Javascript

Amazon

Aug 2020 – May 2022

New York, NY

- Tech lead for partner onboarding migration software to **reduce risk of migration errors**. Allowed a \$100mm contract to execute that enabled third parties merchandisers such as Paramount and AMC+ to automate their own content.
- Built features to support automated content scheduling to the Amazon Prime Video storefront such as calendar view, time windows, and bullseye targeting used by Prime Video marketing teams.
- Managed scaling initiative for image CMS that handles 250mm+ requests/day. Fixed issues that were causing bottlenecks, timeouts, and errors. Created dashboards for monitoring the service. Improved service availability from 99.95% to 99.99%

Software Consultant | Python

Interlace Ventures

Sept 2021 – Sept 2022

New York, NY

- Was consulted to implement new data pipelines and built various features such as asset graphs, LinkedIn scraping, email sourcing, and daily investor updates to assist in quantitative investment decisions.

Self Employed Founder, Various Projects | Python

Glazeration LLC

Sept 2017 – Aug 2020

Los Angeles, CA

- Built, operated, and sold various brands such as Glazey (Acquired), Board Brothers, and Better Battery
- Tech Lead for the first version of Hairdoo, Haircut on demand app. **Introduced new technologies like Fastlane, and Heroku to streamline releases for iOS and the backend.** Created staged namespaces to reduce uncaught errors in testing.
- Created a unified iOS component library and font library to streamline UI development on iOS.
- Hired and led a small engineering team to build and launch new features on iOS and Android. Designed and launched product features like women's haircuts, dynamic booking windows, and yearly subscriptions.
- Built and designed a white label vacuum battery for Shark vacuums that was 40% cheaper than the OEM version. Communicated cross functionally with logistics companies, customs lawyers, and factories to manufacture and distribute.
- Imported and sold electronic scooters on a monthly rent to own model. Built web ordering flow and internal software to manage orders and active subscriptions.

Software Engineer, Consumer iOS | Swift

Skurt (Acquired by Fair)

July 2017 - Sept 2017

Los Angeles, CA

- Designed reusable consumer view controllers to future proof and support new product features like dynamic promotions.
- Spearheaded test driven development initiative to reduce UI bugs

Software Engineering Intern, UberPOOL | Objective-C, Go

Uber Technologies

May 2016 - Aug 2016

San Francisco, CA

- Built a new price comparison UI feature and AB tested it in iOS that led to a 0.4% uptick in UberPOOL usage.
- Engineered new backend services in Go to support growth initiatives. Lifted promo code sharing by 0.1%

Software Engineer | Javascript, HTML, Python

Quicket Solutions

Feb 2015 - May 2015

Urbana, IL

- Developed a generic autosave feature for web forms similar to Google docs. Integrated autosave feature for various forms on web applications. Saved police officers time by making ticketing workflows more resilient.

Education

Grainger College of Engineering, University of Illinois at Urbana Champaign

Bachelor of Science, Computer Engineering

Aug 2013 - May 2017 &

May 2020 - Aug 2020

Relevant coursework: Operating Systems, Data Structures and Algorithms, Parallel

Programming, Computer Networking

Achievements

Udemy - Created suite of Generative AI courses with 120,000+ students enrolled. Used by major global corps like Tata's Consulting Services

Skills

Programming Languages: C++ (Daily Use), Python (Semi Daily User), Golang (Daily Use), Java (Intermediate), SQL (Familiar)

Infrastructure: AWS (EC2, S3, Cloudformation, DynamoDB, Lambdas, AutoScaling Groups, IAM, RDS), Google Cloud (App Engine, Cloud Storage, CloudSQL), Git, Django, Cron

Soft Skills: Entrepreneurship, Public Speaking, DJ-ing, Photography